Trebuchet Games Newsletter

November 2026

Introduction

Hello Adventurers!

After a successful move, and the chaos that comes with it, Trebuchet Games is moving forward with our planned Dungeon themed minis, and the Random Encounters collections.

October Releases

October saw the completion of our drop-in city encounters, the start of our dungeon encounters, and the release of a Halloween special, "Goblin Festivities." A mini-dungeon full of goblins and kobolds celebrating the season in spooky fashion.

Upcoming Work

Random Encounters in the Dungeon

We're finishing our Dungeon collection with a selection of Random Encounters designed to give GMs more possibilities when their players explore underground.

Meaningful Encounters

The next addition to our Meaningful framework series is in development. It is filled with modular frameworks for GMs to develop and run amazing games. Including how trebuchet lays out our random encounters, how to run a sandbox, and more.

Windmoor: The Scribe's Last Secret

We're continuing work on this adventure, developing the mystery, characters, and encounters that will bring Windmoor to life.

GM Tip

Not all of us are great at improvisation, and that's okay! Players have an incredible talent for doing the one thing we never anticipated.

Trying to prepare for every possible situation is impossible. Instead, keep a small collection of One-Off NPCs and a handful of different types of Random Encounters ready to go.

When your players decide to investigate a shop you never planned, befriend a random stranger, or wander off in an unexpected direction, you'll have something ready to pull out.

You don't need to know everything your players might do. You just need enough prepared to keep the game moving.

Pay What You Want

This month we released our Inventory Sheets. A way for players to track which pouch contains their components, where the darn dagger went, and how much it all weighs. Just another small way to make your game run smoother.

Closing

As always, thank you for supporting Trebuchet Games.Our goal is to help GMs create memorable adventure interesting characters, and worlds that respond to the decisions their players make.

Happy gaming!